Myth ADVENTURES!

WARP GRAPHICS 3

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ADAPTED, PENCILLED AND FINISHED BY: PHIL FOGLIO

INKED AND LETTERED BY: TIM SALE

BASED ON THE NOVEL BY: ROBERT ASPRIN

EDITED BY: RICHARD PINI

SPECIAL THANKS TO CECILIA "SPROUT" COSENTINI FOR THE HORSES!

WELL, *THROCKWODDLE*-- AREN'T YOU GOING TO INVITE YOUR FRIENDS TO SIT DOWN?

I KNOW HOW YOU HATE TO DROP YOUR DISGUISE WHEN YOU'RE IN THE FIELD, BUT I DONT THINK THAT NEW ONE SUITS YOU.

WILSON

PRO·BOW 100

"Babu"

SNUFF-MASTER

"SHOULD AULD ACQUAINTANCE BE FORGOT..."

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UH... ER... I...

YES, THROCKWODDLE, AND AREN'T YOU GOING TO INTRODUCE ME TO YOUR COLLEAGUES?

UH... ER... I...

PERHAPS HE DOESN'T REMEMBER US.

NONSENSE! HIS TWO OLDEST FRIENDS *BROCKHURST* AND *HIGGINS*? HOW *COULD* HE POSSIBLY FORGET OUR NAMES? JUST BECAUSE HE FORGOT TO SHARE THE *LOOT* DOESN'T MEAN HE'D FORGET OUR NAMES -- BE FAIR, *HIGGINS*.

FRANKLY, *BROCKHURST*- I'D RATHER HE REMEMBERED THE LOOT AND FORGOTTEN OUR NAMES.

UH... ER... I...

GENTLEMEN -- LET ME SAY WHAT A GREAT PLEASURE IT IS...

AS THIS IS A PRIVATE MATTER BETWEEN THE THREE OF US, I'D ADVISE YOU TO STAY OUT OF IT, WHOEVER YOU ARE.

UH... ER... I...

BROCKHURST- IT OCCURS TO ME WE MAY BE BEING A BIT HASTY IN OUR ACTIONS.

TRUE, *HIGGINS*, THERE MIGHT BE A PERFECTLY SIMPLE EXPLA NATION FOR ALL THIS.

THANK YOU, GENTLEMEN.

IT IS ALSO POSSIBLE THAT *PIGS* CAN *FLY*.

NOW THAT WE'VE GOT THESE TWO, WE SHOULD ALSO SECURE OUR TRAVELING COMPANION BEFORE WE CONTINUE THIS DISCUSSION.

PRO-BOW - 100

THWIK!

I SUPPOSE YOU'RE RIGHT. WHY DONT *YOU* FETCH HIM ALONG WHILE I STAND WATCH HERE?

SSSTHUP!

MY DEAR *BROCKHURST*, I *REFUSE* TO APPROACH THAT BEAST ALONE.

CHOK!

AND WHAT IS TO KEEP THESE TWO FROM BEATING A HASTY RETREAT?

SNUFF-MASTER

TOK! TOK! TOK!

NICE GROUPING.

–THE FACT THAT WE'LL BE WATCHING THEM FROM SOMEWHERE IN THE DARKNESS WITH CROSSBOWS SHOULD GIVE THEM PAUSE, I THINK.

RUNCH!

TRUE, AND *THROCKWODDLE*, I SUGGEST YOU NOT ATTEMPT TO AVOID US FURTHER. WHILE I DONT *BELIEVE* WE COULD BE ANY MORE UPSET WITH YOU THAN WE ARE RIGHT NOW, THAT WOULD CERTAINLY BE THE WAY TO FIND OUT.

TOING!

OH...

YOU GO ON... DONT WORRY ABOUT US!

WHAT ARE WE GOING TO *DO*, *AAHZ*?

IMPS. THEY *GOTTA* BE IMPS. WHAT LUCK!

LUCK?!! THEY'RE GONNA *KILL* ME!!

RELAX KID, IF THEY WERE REALLY THINKING, THEY'D'VE SHOT US DOWN WITHOUT TALKING.

THAT'S SUPPOSED TO MAKE ME FEEL *BETTER?!*

C'MON, LETS GO.

WHAT? BUT THEY SAID...

IT'S A BLUFF!

TUNG!

CHOK!

NO IT ISN'T

AAHZ!!

OKAY... GO TO PLAN B! JUST REMEMBER THAT IMPS ARE GULLIBLE. DROP THE DISGUISE ON MY FEATURES WHEN I GIVE THE CLUE.

HERE THEY COME...

CLIP. CLOP. CLIP. CLOP. CLIP. CL

CLIP. CLOP.

HORK!

DO YOU MIND IF I ASK YOU WHY YOU'RE CARTING A STATUE AROUND?

TIME ENOUGH FOR THAT LATER...

...IF THERE IS A LATER.

AND NOW, *THROCKWODDLE*, OUR LONG-AWAITED EXPLAINATION...?

I'M NOT SURE WHERE TO START...

NO PROBLEM, OLD MAN, I'LL PICK A SPOT.

BABY

SNUFF-MASTER

CLICK!

GENTLEMEN, I BELIEVE I CAN HELP CLEAR *THIS* UP.

TOINK!

AND IF YOU'LL ALLOW ME BUT A MOMENT TO REMOVE MY DISGUISE SO I MAY INTRODUCE MYSELF PROPERLY...

...AHEM...

OH.... YES.

THIS SHOULD BE AMUSING...
BABY

- BY THE GODS BELOW...
...A PERVERT!

I'LL ONLY SAY THIS ONCE ... THAT'S PERVECT!

YESSIR!!

NOW THAT THAT'S SETTLED WHY DON'T YOU PUT AWAY THOSE SILLY CROSSBOWS AND SIT DOWN SO WE CAN CHAT LIKE CIVILIZED FOLK, EH?
YESSIR!
YESSIR! BUT... WHY ARE YOU HERE, SIR — IF YOU DON'T MIND MY ASKING...

"SIMPLE ENOUGH. I WAS SUMMONED ACROSS THE DIMENSIONS BY ONE GARKIN, A MAGICIAN I HAVE NEVER CARED MUCH FOR."
"IT SEEMS HE WAS EXPECTING TROUBLE FROM A RIVAL AND WAS EAGER TO ENLIST MY AID."

I REFUSED.
GARKIN AND I WERE ABOUT TO COME TO BLOWS IN A SORCEROUS BATTLE OF TRULY EARTH-SHAKING PROPORTIONS..."

"... WHEN WHO SHOULD APPEAR BUT THROCKWODDLE!"

"WHOSE SPECTACULAR ENTRANCE SO PUT GARKIN OFF HIS GUARD..."

GLUNK TUNG!

"...THAT THROCKWODDLE WAS ABLE TO DO ME THE FAVOR OF PUTTING A QUARREL INTO THE OL' SLIME-STIRRER WITH IMPUNITY."

"NATURALLY WE FELL TO CHATTING AFTER-WARDS."

YOU ANSWERED QUESTIONS ABOUT AN ASSIGNMENT?!

WOULDN'T YOU, CONSIDERING THE CIRCUM-STANCES?

OH, YES, OF COURSE.

ANYWAY, IT OCCURED TO ME THAT I OWED THIS ISSTVAN FELLOW A FAVOR.

SO I HAD THROCKWODDLE HERE TAKE ME TO HIM.

YOU COULD HAVE WAITED FOR US.

WELL... I WANTED TO... BUT... UM...

...BUT I INSISTED. MY TIME IS QUITE VALUABLE AND I'M NOT ABOUT TO WASTE IT WAITING AROUND.

"HE MENTIONED THAT HIS ACTION AGAINST GARKIN HAD BEEN PART OF AN ASSIGNMENT FOR ONE 'ISSTVAN.'"

YOU COULD'VE LEFT US A MESSAGE.

WE *DID!* I RECORDED A MESSAGE ONTO MY RING, AND I *KNOW* YOU FOUND IT AS I SEE IT ON YOUR HAND!

WHAT?! *THIS?* BUT THIS ISN'T A MESSAGE RING.

WHAT DO YOU MEAN?! I JUST BOUGHT IT!

NOSSIR! HONEST-- IT'S A FIRE RING. YOU PRESS AGAINST IT WITH THE FINGERS ON EITHER SIDE.

DEW TELL.

SEE?

VADABLAM!!

AAiieee!!

TERRIBLY SORRY ABOUT THAT, *HIGGINS.*

WELL I'D APPRECIATE ITS RETURN. THERE'S A CERTAIN DEVEEL MERCHANT I'LL HAVE TO TEST IT UPON WHEN I RETURN.

YESSIR!

CAN WE WATCH?

NOW THAT WE'VE GOTTEN THAT SETTLED, WHO OR WHAT IS *THAT?*

WE AREN'T AT ALL SURE OURSELVES.

IT'S ALL QUITE PUZZLING, REALLY.

"IT HAPPENED ABOUT THREE DAYS BACK. WE WERE FOLLOWING YOUR TRAIL..."

"WHEN SUDDENLY, WHO SHOULD APPEAR BEFORE US BUT..."

ISSTVAN WAS RIGHT!

THIS REGION DOES ABOUND WITH DEMONS! BEHOLD THE WEAPON OF YOUR DOOM!

I SAY, HOLD ON, WE WORK FOR...

WHOOM!

DONT YOU KNOW ITS IMPOLITE TO INTERRUPT?

SWOT

IN MY FIFTEEN YEARS AS A DEMON HUNTER I'VE LEARNED TO LIVE WITH THE REPUTATION FOR BEING RUDE TO DEMONS.

YOU WONT HAVE TO.

TCHING!

FIFTEEN YEARS? I'VE ONLY BEEN A DEMON FOR FIVE!

SAME HERE. DO YOU THINK THE FACT THAT THERE ARE TWO OF US WILL OFFSET TEN EXTRA YEARS OF EXPERIENCE?

HONESTLY?

RUN!

CHOP!

IF HE IS FROM ISSTVAN WE SHOULDNT KILL HIM, YOU KNOW.

TRUE... WAIT! THE PRESERVER SPELL !!!

I KNOW THAT, BUT THEY NEVER TRAIN ASSASSINS IN "HOW TO WOUND" -- ITS ALL OR NOTHING!

EGAD! JUST THE THING!

DIE WITH DIGNITY YOU VERMIN!!

HERE WE ARE!

DOINK!

... AND WE'VE BEEN DRAGGING HIM ALONG EVER SINCE. WE FIGURE WE'LL GIVE HIM BACK TO ISSTVAN AND LET HIM EXPLAIN IT.

K·K·K·K·K·K·K·K!

"WELL, WE RESORTED TO DESPERATE MEASURES. WE TOOK A SIDE TRIP TO TWIXT AND SOUGHT THE AID OF THE DEVEEL THERE. IT COST, BUT HE TELEPORTED US TO THE TRAIL AHEAD OF YOU, AND THEN WE JUST WAITED.

A WISE SOLUTION. I WOULD LIKE TO KNOW HOW YOU OVERTOOK US THEN, AS ENCUMBERED AS YOU WERE?

BSA

*!@$%

"DEVEEL? WHAT DEVEEL?"

THE ONE IN *TWIXT*, THE TOWN JUST...

I'M SURPRIZED THAT *THROCKWODDLE* DIDNT MENTION *FRUMPLE* TO YOU, SINCE HE'S THE ONE WHO TOLD US ABOUT HIM.

BABY

YES, *THROCKWODDLE*, WHY *DIDN'T* YOU TELL ME ABOUT THE DEVEEL?

IT... AH... MUST'VE SLIPPED MY MIND.

THANKS, GUYS.

OH DEAR. TERRIBLY SORRY, THROCKWOODLE.

WELL NOW THAT YOU'VE *REMEMBERED*, *TELL* ME ABOUT THIS DEVEEL.

ASK *BROCKHURST*. HE SEEMS TO BE EAGER TO TALK ABOUT IT.

WELL, THERE ISN'T MUCH ELSE. THERE'S A DEVEEL, *FRUMPLE* IN RESIDENCE IN TWIXT. HE GOES UNDER THE COVER OF *ABOUL* THE RUG MERCHANT, BUT HE DOES A BRISK BUSINESS TRADING ACROSS THE DIMENSIONS.

SO WHAT'S HE DOING IN KLAH? THERE CAN'T BE MUCH BUSINESS HERE.

WELL, RUMOR HAS IT THAT HE WAS EXILED FROM DEVA AND IS HIDING HERE, ASHAMED TO SHOW HIMSELF IN A MAJOR DIMENSION.

EXILED ?!! WHAT DID HE *DO?*

THEY SAY HE ACTUALLY GAVE SOMEONE A REFUND!

I'M SURPRISED THEY DIDN'T KILL HIM!!

HMMM. DOES *ISSTVAN* KNOW OF *FRUMPLES* EXISTENCE?

I DON'T THINK SO, ELSE HE'D EITHER HAVE ENLISTED HIM OR HAD HIM ASSASSINATED.

GOOD! THEN HE COULD VERY WELL BE THE KEY TO OUR PLOT!

PLOT? WHAT PLOT?

OUR PLOT AGAINST *ISSTVAN*, OF COURSE!

PPPPPFFFFF!!

WHAT?!! ARE YOU *INSANE*?

NO, BUT *ISSTVAN* IS — I MEAN, THINK: HAS HE BEEN ACTING PARTICULARLY STABLE?

HACK·AK·AK *COUGH! SPUTTER GASP!*

NO, BUT THEN I NEVER MET A MAGICIAN WHO *DID!* PRESENT COMPANY INCLUDED! BESIDES, I THOUGHT YOU WERE ON YOUR WAY TO HELP HIM?

THAT WAS BEFORE I HEARD YOUR STORY. I'M NOT EAGER TO ASSOCIATE WITH A MAGICIAN WHO PITS HIS EMPLOYEES AGAINST EACH OTHER.

WHEN DID HE DO THAT?

REMEMBER THE DEMON HUNTER OVER THERE? HE ALL BUT *SAID* THAT *ISSTVAN* SENT HIM.

YEAH, SO?

SO?! ISSTVAN SENT HIM TO *KILL* YOU! EITHER HE WAS TRYING TO CUT HIS OVERHEAD BY ASSASSINATING HIS ASSASSINS, *OR* HE'S SO MENTALLY UNSTABLE THAT HE'S LASHING OUT BLINDLY AT EVERYONE.

EITHER WAY IT DOESN'T SOUND TOO GOOD.

YOU KNOW... I THINK HE'S GOT A POINT.

BUT... IF THIS IS TRUE ... THEN WHAT ARE WE TO DO?

I DON'T KNOW, BUT I'VE GOT SOME IDEAS.

YOU GO BACK TO *ISSTVAN*. DON'T SAY ANYTHING OR HE MIGHT CONSIDER YOU DANGEROUS. STAY NEAR HIM. LEARN AS MUCH ABOUT HIM AS POSSIBLE, BUT DON'T DO ANYTHING UNTIL WE GET THERE.

WHERE ARE *YOU* GOING?

WE'RE GOING TO HAVE A CHAT WITH *FRUMPLE*. AGAINST *ISSTVAN* THE SUPPORT OF A DEVEEL WOULD BE INVALUABLE.

WHAT DO YOU MEAN "WE"? ISN'T *THROCKWODDLE* COMING WITH US?

NO, I'VE DEVELOPED A... FONDESS FOR HIS COMPANY. TELL *ISSTVAN* THAT *GARKIN* KILLED HIM.

BESIDES, IF *FRUMPLE* REFUSES TO HELP US, A GOOD ASSASSIN WILL BE HANDY.

PERVERT

A → ← B

WELL, WHAT ABOUT THE DEMON HUNTER?

FRUMP!

I'LL TELL YOU WHAT WE DO WITH HIM...

WE'LL TAKE HIM WITH US!

OF COURSE. IF WE TOOK HIM BACK TO ISSTVAN HE MIGHT BECOME SUSPICIOUS.

MAYBE WE CAN REVIVE HIM AND CONVINCE HIM TO JOIN US.

YOU'LL WANT THE ANTIDOTE THEN— JUST SPRINKLE IT ON HIM AND THEN STAND BACK.

WELL THAT JUST ABOUT COVERS EVERYTHING. I SUGGEST YOU START ON YOUR WAY NOW.

THE LONGER THAT YOU'RE AWAY, THE GREATER THE CHANCE OF ISSTVAN SENDING ANOTHER ASSASSIN AFTER YOU.

NOW?!! BUT IT'S THE MIDDLE OF THE NIGHT!

HE'S RIGHT YOU KNOW.

OH I SUPPOSE SO. WELL, LET'S DIVIDE LOOT AND THEN WE'LL BE ON OUR WAY.

ON THE CONTRARY. NOT ONLY DO WE *NOT* DIVIDE GARKIN'S LOOT, BUT I WOULD SUGGEST YOU GIVE US ALL YOUR AVAILABLE FUNDS.

WHAT?!!

GENTLEMEN— WE'RE GOING TO BE NEGOTIATING WITH A DEVEEL. I'D HATE TO THINK WE MIGHT FAIL JUST FOR LACK OF CAPITAL!

K-CLICK!

I CERTAINLY HOPE YOU CAN FIND A FLAW IN THAT ARGUMENT.

I'M TRYING... *I'M TRYING!!*

OH VERY WELL. JUST DON'T TELL ANYONE.

HERE.

NOT THAT I THINK IT'LL DO ANY GOOD, DEVEELS CAN BE STUBBORN. THEY PREFER THEIR NEUTRALITY.

TRUST ME, GENTLEMEN, WE PERVECTS HAVE METHODS OF PERSUASION THAT ARE EFFECTIVE EVEN ON DEVEELS.

UM, RIGHT.

GOOD LUCK, *THROCKWODDLE.*

DIDN'T I TELL YOU TO GET SOME SLEEP, APPRENTICE?

WHAT? AND MISS THE END OF MY BEDTIME STORY?

NEXT MORNING...

ARE YOU SURE YOU CAN HANDLE A DEVEEL, *AAHZ?*

I GUESS SO...

HEY KID, WITH ANY LUCK *FRUMPLE* WILL BE ABLE TO RESTORE MY POWERS. THAT'LL TAKE YOU OFF THE HOOK.

SOMETHING BOTHERING YOU, KID?

WELL... IT'S... *AAHZ*, IF YOU DO GET YOUR POWERS BACK, WILL YOU STILL WANT ME AS YOUR APPRENTICE?

IS *THAT* WHAT'S BEEN BOTHERING YOU? OF *COURSE* I'LL STILL WANT YOU! WHAT KIND OF MAGICIAN DO YOU THINK I AM? I DON'T CHOOSE MY APPRENTICES LIGHTLY.

YOU WOULDN'T FEEL I WAS A BURDEN?

MAYBE AT FIRST, BUT NOT NOW.

THANKS, *AAHZ.*

HOW'S THE ANIMAL HOLDING UP?

HE SEEMS OKAY. IT WOULD MAKE TRAVELING EASIER IF WE THAWED *QUIGLEY* OUT.

FORGET IT! HE'S A DEMON HUNTER, REMEMBER? WHEN WOULD YOU PRACTICE YOUR MAGIC WITH HIM AROUND?

AND SINCE WE'RE ON THE SUBJECT, THIS IS AS GOOD A TIME AS ANY FOR YOUR NEXT LESSON.

OKAY, I'M READY.

GOOD! TODAY WE'RE GOING TO TEACH YOU TO *FLY!*

FLY?

YEP, *FLY!!* EXCITING, ISN'T IT?

WHY?

WHADYA MEAN, *WHY?* EVER SINCE WE FIRST CAST JEALOUS EYES ON THE BIRDS OF THE AIR, WE'VE LONGED TO FLY. NOW YOU'RE GETTING A CHANCE. *THAT'S* WHY ITS EXCITING. *EVERYBODY* WANTS TO FLY!

I DON'T...

WHY NOT?

I'M AFRAID OF HEIGHTS.

THAT'S NO REASON NOT TO LEARN.

I HAVEN'T HEARD A GOOD REASON YET AS TO WHY I SHOULD.

OKAY KID, LET ME PUT IT THIS WAY: YOU'RE MY APPRENTICE...

AND I'M NOT GOING TO HAVE AN APPRENTICE WHO CAN'T *FLY!!*

GOT ME?

GOT'CHA, *AAHZ.*

HOW DOES IT WORK?

ACTUALLY IT DOESN'T INVOLVE ANYTHING YOU DON'T KNOW ALREADY.

YOU KNOW HOW TO LEVITATE OBJECTS, RIGHT? WELL ALL FLYING IS IS LEVITATING YOURSELF. INSTEAD OF STANDING ON THE GROUND AND LIFTING AN OBJECT — YOU PUSH AGAINST THE GROUND AND LIFT YOURSELF!

THAT'S *IT?*

THAT'S IT. NOW FIND A FORCE LINE, HOOK INTO IT, AND GIVE IT A TRY.

NOW PUSH AWAY, APPRENTICE.

...GENTLY...

?

OPEN YOUR EYES, APPRENTICE, ADJUST YOUR TRIM!

MY WHAT?

B-DOOM!

SIGH...

LOOK KID— WHEN I TELL YOU YOU'RE GOING TO FLY, BELIEVE IT!

...BUT...

NO BUTS! EITHER YOU BELIEVE IN ME AS A TEACHER, OR YOU DON'T. WE'RE STARTING TO GET INTO SOME POWERFUL MAGIK NOW... YOU'VE GOT TO EXPECT IT TO WORK. A SURPRISE BREAK LIKE THAT WITH THE WRONG THING COULD GET US *KILLED!*

WORSE THAN THIS?

KID, AFTER YOU'VE BEEN A MAGICIAN FOR A WHILE, YOU'LL DO *THIS* FOR LAUGHS!

:HORK!:

LATER...

AHHH, *TWIXT!* WHAT A SHINING EXAMPLE OF CIVILIZATION!

LIKE I SAID, CIVILIZATION.

YES AND NO. THEY'RE NOT STARING AT *US*, THEY'RE STARING AT *YOU*. YOU'RE DISGUISED AS *QUIGLEY*, REMEMBER? THE WALL THAT WALKS LIKE A MAN?

IT LOOKS LIKE A DUMP.

RIGHT.

IS IT MY IMAGINATION, OR ARE PEOPLE STARING AT US?

OH, YEAH.

CAPTAIN NEMO'S

RELAX KID, IN A TOWN LIKE THIS THE CITIZENS ALWAYS SIZE UP THE STRANGERS. ONCE THEY DEDUCE THAT WE'RE NEITHER BANDITS OR VICTIMS, THEY'LL IGNORE US.

I HOPE NOT.

WHAT WAS THAT?

I SAID, SURE IS *HOT*.

Murder BAR

UM... HOW ARE WE GOING TO FIND *FRUMPLE, AAHZ?*

THROUGH QUICK THINKING AND SUBTLE CUNNING, KID.

WATCH THIS...

HEY!! WHERE'S ABOUL THE RUG MERCHANT?!

TWO STREETS UP AND FIVE TO THE LEFT – BIGMOUTH!!

SEE? THAT WASN'T HARD.

NOW WHAT'S WRONG?

TERRIFIC.

I THOUGHT WE WERE ON A SECRET MISSION. NOW THE WHOLE TOWN KNOWS WHERE WE'RE GOING.

ABDUL R

RIGHT! JUST LIKE ANYBODY ELSE WALKING INTO A STRANGE TOWN. NOW IF WE CAME SKULKING IN, TRYING REAL HARD NOT TO BE NOTICED, THEN EVERYONE AND HIS KID BROTHER WOULD ZERO IN ON US, TRYING TO FIGURE OUT WHAT WERE UP TO. GOT THAT?

I THINK SO.

GOOD! BECAUSE THERE'S OUR TARGET.

SO WHAT DO WE DO?

FIRST – WE GET A DRINK.

A DRINK?!!

IF YOU THINK I'M GOING TO MATCH WITS WITH A DEVEEL *SOBER*, THEN YOU'VE GOT ANOTHER THINK COMING.

BARKEEP!! TWO FLAGONS OF WINE!!

SO WHEN DO WE GO?

WILL YOU RELAX? A FEW MINUTES WON'T HURT. BESIDES — LOOK...

CUSTOMERS, SEE? WE CAN'T DO ANYTHING UNTIL THEY LEAVE. SO HAVE A DRINK AND RELAX.

WHAT'S TAKING THEM SO LONG?

MAYBE THEY CAN'T MAKE UP THEIR MINDS.

C'MON, KID, THE SHOP'S NOT *THAT* BIG.

WE'VE WAITED LONG ENOUGH, LETS GO.

BUT THAT COUPLE IS STILL INSIDE.

WELL WE'LL JUST HAVE TO... INSPIRE THEM TO CONCLUDE THEIR BUSINESS WITH MORE SPEED, EH?

?!

MAY I HELP YOU GENTLEMEN?

SPECIA HOOKE RU

AH... WE'D LIKE TO TALK TO *ABOUL*?

I AM HE AND HE IS I. YOU SEE BEFORE YOU *ABOUL*, A MERE SHADOW OF A MAN, PUSHED TO THE BRINK OF STARVATION BY HIS CLEVER CUSTOMERS! I LOSE MONEY ON EVERY SALE, BUT A MAN MUST EAT!

ACTUALLY, WE'RE LOOKING FOR SOMETHING IN A DEEP SHAG POLYESTER WALL-TO-WALL CARPET.

POLY...?!

WHERE'D YOU LEARN YOUR MANNERS? I GOTTA *LIVE* IN THIS TOWN!

SORRY, *FRUMPLE*.

OUT TO LUNCH

I'LL BET. FOLKS AROUND HERE ARE REAL INTOLERANT OF STRANGE HAPPENINGS, SO WATCH IT. IF THEY KNEW I WAS A DIMENSION-HOPPER, THEY'D ROAST ME!

YOU! THE STATUE! I DIDN'T RECOGNISE YOU MOVING AROUND.

WELL, I...

I SHOULD'VE KNOWN! DEAL WITH IMPS AND YOU INVITE TROUBLE. NEXT THING I KNOW, EVERY...

SAY...

WAITAMINUTE...

I MIGHT'VE KNOWN. WOULD YOU DROP THE *DIS-GUISES?* I LIKE TO KNOW WHO I'M DEALING WITH.

OY! A PERVERT!! THIS I DON'T NEED!

THAT'S PER*VECT* IF YOU WANT TO DO BUSINESS WITH US.

THAT'S PER*VERT* UNTIL I SEE YOUR MONEY!

SAY, YOU WOULDN'T BY CHANCE BE AN IMP NAMED *THROCKWOODLE* WOULD YOU? HE'S BEEN AWFULLY FREE WITH MY NAME LATELY. ON HIM, I WISH A *TSURIS!*

SEE? DON'T MESS WITH ME!

HE'S DEAD.

SAY, *FRUMPLE*, YOU AREN'T THE ONLY ONE WHO LIKES TO SEE WHO HE'S DEALING WITH.

IF IT GIVES YOU ANY PLEASURE...

TA-DAA.

ENOUGH WITH THE BANTER ALREADY. SO WHAT BRINGS A PERVERT TO *TWIXT?* SLUMMING? AND WHERE'S THE KID FIT IN?

THINGS REALLY THAT TOUGH, KID? MAYBE WE CAN WORK SOMETHING OUT. YOU LIKE RUGS?

YOU WANT ME TO CURE THE KID'S INSANITY? NOTHING SIMPLER.

THE "KID" IS MY APPRENTICE.

HE'S QUITE HAPPY WITH THE SITUATION. NOW LET'S GET TO THE PROBLEM.

C'MON, *FRUMPLE*, WE CAME HERE ON BUSINESS. TRUCE, OKAY?

TRUCE?

FOR SOME REASON PERVERTS AND DEVEELS HAVE NEVER GOTTEN ALONG.

THAT'S *PERVECT!*

SEE WHAT I MEAN?

AAHZ, JUST *TELL* HIM!!

LOOK, *FRUMPLE* HERE'S THE THING; I'VE LOST MY POWERS.

WHAT?!!

YOU CAME HERE WITHOUT EVEN THE MAGICAL ABILITY TO PROTECT YOURSELF AGAINST BEING FOLLOWED ?!!

LOOK, THE SOONER YOU CURE MY PROBLEM, THE SOONER WE'LL LEAVE.

OH ALL RIGHT! PROBABLY THE ONLY WAY I'LL GET RID OF YOU.

HMMM

HMMM?

HM-MMM

WELL?

HMMM? OH- WELL YOUR POWERS ARE GONE ALL RIGHT.

SO HOW DID YOU LOSE THEM?

NO KIDDING.

I DON'T KNOW FOR SURE. I WAS SUMMONED TO *KLAH* BY A MAGICIAN, AND WHEN I GOT HERE, THEY WERE GONE.

A MAGICIAN? WHO?

GARKIN.

GARKIN?! YOU WANT TO IN-VOLVE ME IN A FIGHT WITH *GARKIN?!*

GET OUT!

IT'S ONLY ON GARKIN'S SUFFERANCE THAT I CAN STAY HERE! I SAID, GET...

GARKIN'S DEAD!

THERE ARE SOME THINGS YOU DON'T JOKE ABOUT, PERVERT.

GARKIN'S DEAD, *FRUMPLE*, AND YOU'RE THE FIRST PERSON BESIDES THE KID AND ME TO KNOW IT, WHO ISN'T DEAD AS WELL.

DID YOU...?

NO, SKIP IT... I DON'T WANT TO KNOW. NOW ABOUT THESE LOST POWERS OF YOURS; YES, I CAN HELP, BUT IT'LL COST YOU.

HOW MUCH DO YOU HAVE WITH YOU?

WELL, WE HAVE MRRRF...

SUPPOSE YOU TELL US WHAT YOU CONSIDER A FAIR PRICE.

HMMM, WELL... MATERIALS COST IS UP, AND OF COURSE THERE'S MY TIME... AND YOU *DID* CALL WITHOUT AN APPOINTMENT... LET'S SAY, JUST AS A ROUGH ESTIMATE MIND YOU, IN THE NEIGHBOORHOOD OF...

SAY!

MAYBE YOU'D BE WILLING TO WORK THIS OUT IN TRADE! I CURE YOU, YOU DO ME A LITTLE FAVOR.

WHAT *KIND* OF FAVOR?

OH... A *SMALL* THING... SORT OF A DECOY MISSION.

WE'D RATHER PAY CASH.

SHUT UP, KID — WHAT ARE THE DETAILS?

YOU MIGHT'VE NOTICED THE YOUNG COUPLE THAT ENTERED MY SHOP BEFORE YOU. YES? GOOD.

YOU'VE ALSO NOTICED THEIR ABSENCE THEN. I'LL GET TO *THAT* IN A MOMENT. AS TO THEIR STORY... I'LL SPARE YOU THE DETAILS BUT TO SAY THAT THEY'RE YOUNG LOVERS KEEP APART BY THEIR FAMILIES.

"IN THEIR DESPERATION THEY TURNED TO ME FOR ASSISTANCE."

"I OBLIGED THEM BY SENDING THEM TO ANOTHER DIMENSION WHERE THEY CAN BE FREE OF THEIR FAMILIES' INTERFERENCE."

FOR A FEE OF COURSE.

WELL OF *COURSE* FOR A FEE! WHADDYA THINK I AM?

C'MON *AAHZ*, IT SOUNDS LIKE A DECENT THING TO DO, EVEN IF IT WAS FOR A FEE.

YOU GOT IT KID! WHAT A SWEET-HEART HE IS! LAST CHANCE TO GET IN ON THE RUG BUSINESS, KID?

NO? AH.

ANYWAY, MY GENEROSITY MIGHT'VE GONE BEYOND THE BOUNDS OF GOOD SENSE. I MEAN, EVEN *YOU* NOTICED THEM COMING IN BUT NOT OUT.

IF THEIR RELATIVES SUCCEED IN TRACKING THEM HERE AND NO FURTHER...

MUST'VE BEEN *SOME* FEE.

NOW HERE'S THE DEAL; IN EXCHANGE FOR MY ASSISTANCE, YOU TWO DISGUISE YOURSELVES AND LAY A FALSE TRAIL OUT OF MY SHOP. NOTHING ELABORATE, JUST LET YOURSELVES BE SEEN LEAVING TOWN. BY THE TIME YOU GET BACK, I'LL HAVE YOUR CURE ALL READY.

DEAL?

YOU WOULDN'T HAPPEN TO HAVE A SKIRT FOR THE KID, WOULD YOU?

OH NO YOU DON'T!! THERE IS NO WAY THAT...

»SIGH«
AAHZ, DID GARKIN START OUT LIKE THIS?
HEY KID, RELAX! AFTER THIS IT'S ALL DOWNHILL!
Next Issue: Gallows Humor -OR- OUR HEROS HANG IN THERE

MythPRINTS

WARP GRAPHICS,
2 RENO ROAD,
POUGHKEEPSIE, NY 12603.

While in the Bazaar at Deva recently, I finally got a good deal from Deveel: I picked up a copy of **MYTHADVENTURES**. I hadn't read the books yet (I bought all four shortly thereafter), and I loved it.

After I read the first issue, I tried to think of anything to say that didn't sound like "Great! Wonderful! Deveelishly MarvelAahz!" and other expressions of fanaticism. Nothing except those cheap shots came to mind, however. The masterpiece of that issue had to have been Aahz, whom you nailed to a "T", or rather a "Z". I love his new appetite (retch!). All I can say is I can hardly wait to see Tananda! Gleep it up! (Sorry, I cound't resist).

James Deane
Norfolk, VA

******* Hey, we're easy here - we don't mind cheap shots at all. You go right ahead and take all you want, OK? And by the way, we like your pure pork sausage patties, too. (Or is that the other Jimmy Dean, and you're the one in "Rebel Without A Caahz.")**

When I saw **MYTHADVENTURES** #2 on the shelf in my friendly neighborhood comics store my heart jumped with gleeful anticipation. I was not disappointed.

Now, I won't bore you with a stream of platitudes - as heartfelt as they would be - or flatter you by favorably comparing **MYTHADVENTURES** with other excellent comics, even as several top-flight titles come to mind. Instead, I will simply say that **MYTHADVENTURES** brings the gift of hearty, unabashed laughter to this longtime comics fan. For this, gang, I am in your debt (good laughs are hard to come by, especially in comic books).

MYTHADVENTURES will be a "must buy" for me long after most of the big guys' teenage mutant punchout soap operas have been squeezed out of my tormented comics budget (and this from someone who once wouldn't have touched a magazine sized black and white comic with an eleven foot pole). Thanks for the memories (past and future).

Michael K. Willis
San Diego, CA

Number 1 was GREAT! Number 2 was GREAT! Number two was not as great as number ONE!!! Why not? Because number two was a bit choppy! Flow from page 7 to eight was confusing!! But that's ALL RIGHT!! Why? Because these two issues are GREAT!

All that aside, I'm really happy that this series came out, and it is so complete by itself that I have no desire to buy the books (sorry, Bob). Forge on ahead with your lovely magazine format and black and white - don't change it. Just come out with it more often.

Allen Richards
Seattle, WA

******* Glad you LIKE the magazine! We think it's GREAT TOO!! I asked Phil about doing the book more often, and HE didn't think THAT was GREAT at ALL!!!**

All that aside, I'd be pleased as a tick in a blood bank if we could make MYTH a bi-monthly title. However, Phil has made it clear, at least for the present, that since he has other artistic commitments to keep, and since he doesn't want to burn out on Aahz and Skeeve by overdoing them, he'd prefer to keep the magazine at its present quarterly frequency. (However, if everyone were to write in, begging him pretty please to help MYTHADVENTURES come out more often, I wonder what effect that would have, hmmmm?)

I decided to write this letter because there are a few questions and comments I wanted to say about your titles in general and **MYTHADVENTURES** in particular.

You have often stated your preference, or like, for black and white comics over color. Why? What do you see that makes the comics better? I don't mind B/W at all, but it seems that the comics you publish would only be enhanced if you used color. Only a few artists (Dave Sim and David Lloyd, who draws "V for Vendetta" in **WARRIOR**, come to mind) have really used B/W as if it were another medium instead of something that looks like someone forgot to color it.

You mentioned in **MYTHADVENTURES** #2 that the price of your titles was necessary based on your expenses. Could you explain why? I realize you could say DC and Marvel can keep their prices much lower because of volume, but what about the other independents? First Comics in particular manages to publish color comics on good paper for less than you charge for your comics.

Phil Foglio was involved with a comics called **D'ARC TANGENT** a while ago which I assume was cancelled. This is really a shame because the one issue that came out was very well done. If you are looking for new titles, why not resurrect this one? I think **D'ARC TANGENT** failed only because there seemed to be no publicity about it. If you picked it up, with a little advertising and the WaRP Graphics symbol on the cover, it should be noticed enough to succeed this time. Please don't let a comic this good stay dead.

Micah Doyle
Cambridge, MA

******* The reasons for D'ARC TANGENT'S demise are complex and not for publication; suffice it to say that WaRP Graphics has no power to "let" the comic stay dead or to bring it back to life. I liked it very much myself, and given the chance to publish it, I'd probably jump. That decision, however, rests in other hands.**

On the subject of black and white comics, Mr. Doyle, meet Mr. Richards. Without going into too much detail, I think the questions raised can be addressed.

My preference for B/W is in large part aesthetic. Part of my checkered background was in graphic art and I came to like the total contrast that only black and white can provide. Yes, there are artists who use the medium as you describe (and I admire their vision and skill) but for every Franklin Booth there is also a Howard Pyle.

This is not to say I'm against color comics, but I've seen few where - in my opinion - color was more than an attempt to make weak art seem less weak. If I had a comic to publish in which I could extend the boundaries of what can be done with color (the way I think I've done with B/W in A DISTANT SOIL) then I'd be happy to publish a color comic. Would you - the general readership - buy a WaRP Graphics comic if it was printed in color?

First Comics, with 7-8 titles, publishes something like 75 individual issues per year. WaRP Graphics, with 2-3 titles (so far), publishes one tenth that number. Even assuming that every issue put out by both companies has the same circulation (which isn't the case), First Comics still has a large economic advantage: they print many more books and so the cost per book is low enough - even with color - that they can charge less. We yam what we yam.

Last August I bought a copy of **Another Fine Myth** and thoroughly enjoyed reading it - considering the time spent laughing so hard I couldn't see the words. Since then I've bought the rest of Mr. Asprin's books dealing with Skeeve and Aahz, but I have to admit that Phil Foglio has done a superb job of turning words into pictorial story. I had to go through issue #2 about three times before I could really **see** all of it - when I laugh that hard it ain't easy to keep my eyes focused on the pages.

One minor question: Surely someone like Garkin who can manage inter-dimensional travel wouldn't be satisfied with **Playboy** magazine? Why didn't Aahz find a few copies of **Playbeing** under the mattress? (Apologies to Douglas Adams.)

Watching Aahz make his pitch on pages 15-20 of issue #2, I had the oddest feeling that his voice must sound like that of Robert Preston. Certainly Aahz doesn't **look** like Harold Hill, but he sure seems to match him in technique and effectiveness.

Then too, there is Garkin, in issue #1. Foglio deserves some cheers for breaking the Gandalf-Merlin pattern of How A Wizard Looks. After all, being a wizard doesn't mean you **have** to be old, wear a long white beard and sport a tall, pointed cap, now does it? In fact, the only other illustrations of wizards that I can think of that do not match the tired old pattern are those by John R. Neill in the Oz books. Thanks, Mr. Foglio!

Finally, I hope that **MYTHADVENTURES** is a big success, with fame and kudos for everybody concerned, and lots of profits for WaRP Graphics. May **MYTHADVENTURES** gain popularity at top thpeed! (Thuch ith the power of thuggethion.)

Richard Paul Smyers
La Porte, IN

******* Oh, you don't know how close you came to being "Thmyerth" with that closing line...**

Many people may argue that **MYTHADVENTURES** is not as good as it really is because it is a retelling of the books by Robert Asprin.

Considering the books that are being retold, and the person who is retelling them, though, I think that your series deserves the full praise of its readers. Even people who have read the books and know what is going to happen should still like following the adventures of Skeeve and Aahz as drawn by Mr. Foglio.

However, even with the illustrations I think your series misses something not being narrated by Skeeve as the novels were. The illustrations do a great job of telling the story but I still think that having the series narrated by Skeeve would be an improvement. I have just one more suggestion and that is to bring the comic out more often.

Now that I have given you my suggestions I just have to know if there is a **MYTHADVENTURES** Fan Club. If there is I would love to join. Just give me the same order form that was on Garkin's bed in issue #2.

Mike May
Palm Beach, FL

******* Fan Club? Order form??**

Well, here I am! Where do I sign? I noticed Garkin's brochure in the last panel on page 2, issue 2. I don't think it'll be much use to him now, but I'm ready to join a **MYTHADVENTURES** Fan Club.

I've been reading Asprin's books for years now and anxiously await each new one. Now my anxiety is doubled since I have to wait for the next issue of **MYTHADVENTURES** as well. My brother saw #2 lying on my desk this evening, picked it up, and hounded me for issue #1 as soon as he was done. By tomorrow you should have a new fan, ready to join any club you form. Please send me membership info, pretty please?

Francine Uyetake
Los Angeles, CA

******* Hunh! Some editor I am - you'd think that I'd be wise to Phil Foglio's artistic hi-jinks by now, but noooooo. OK, readers, I'll put it to you: you want a MYTHADVENTURES Fan Club? Let us know - if the response warrants it, we'll start one up (oh, and Phil, guess who'll run it... heh heh).**

That's all for now - see you all next issue.